

### AMENDMENTS TO THE CLAIMS

**1. (currently amended):** A game machine comprising:

a display module that, at a start of a game comprising a normal game and a bonus game having a high probability of being advantageous to a player, provides a changing display of symbols initially in a static state in a plurality of display regions, said symbols being capable of changing continuously to other symbols in said changing display; said display module providing a static display stopping said symbols in said changing display and statically displaying said symbols in said display regions, said symbols that are displayed statically optionally comprising a plurality of at least one bonus symbols ~~[[symbol]]~~ when said game is in said normal game;

an evaluation module that determines, when said game is in said normal game, whether said plurality of at least one statically displayed bonus symbols meet ~~symbol meets~~ a condition for starting said bonus game;

wherein when said condition is met, and before said bonus game starts, said display module displays a possible payout value that can be awarded to the player as payout for said bonus game as a plurality of independent values, each of said plurality of independent values being displayed with one of the plurality of bonus symbols in said display region before said bonus game starts, and

wherein, after the start of said bonus game, said evaluation module randomly selects one of the plurality of independent values as the payout for said bonus game.

**2. (currently amended):** The game machine, as described in claim 1, wherein each of plurality of independent values ~~said possible payout value that can be awarded to the player~~ is identified as a value range.

**3. (canceled)**

**4. (currently amended):** The game machine, as described in claim 1, wherein each of plurality of independent values ~~said possible payout value that can be awarded to the player~~ is defined as a value expressed using one of an addition and a multiplication operator.

**5. (canceled)**

**6. (currently amended):** The game machine, as described in claim 1 ~~[[5]]~~, wherein said plurality of independent values displayed with said plurality of bonus symbols ~~are said possible payout value displayed along with said statically displayed bonus symbol~~ is changed corresponding to a number of bets made by the player.

**7. (currently amended):** A slot machine for performing a game comprising a normal game and a bonus game having a high probability of being advantageous to a player, said slot machine comprising:

a display module that, at a start of said game, provides a changing display of symbols initially in a static state in a plurality of display regions, said symbols being capable of changing

continuously to other symbols in said changing display; said display module providing a static display stopping said symbols in said changing display and statically displaying said symbols in said display regions, said symbols that are displayed statically optionally comprising a plurality of at least one bonus symbols ~~[[symbol]]~~ when said game is in said normal game;

an evaluation module that determines, when said game is in said normal game, whether said a plurality of at least one said statically displayed bonus symbols meet ~~symbol meets~~ a condition for starting said bonus game;

wherein when said condition is met, and before said bonus game starts, said display module displays a possible payout value that can be awarded to the player as payout for said bonus game as a plurality of independent values, each of said plurality of independent values being displayed with one of the plurality of bonus symbols in said display region ~~before said bonus game starts; said display module displays said possible payout value that can be awarded to the player and also displays said bonus symbol in said display region that displayed said statically displayed bonus symbol; and said possible payout value displayed along with said statically displayed bonus symbol corresponds and being further adjusted and displayed according~~ to a number of win lines selected ahead of time by the player, and

wherein, after the start of said bonus game, said evaluation module randomly selects one of the plurality of adjusted independent values as the payout for said bonus game.

**8. (currently amended):** A computer-readable medium encoded with processing instructions for implementing a method for providing a game, said method comprising the steps of:

displaying one of a plurality of symbols ~~a symbol~~ in a static state in each of a plurality of display regions in a display module;

providing, at a start of said game comprising a normal game and a bonus game having a high probability of being advantageous to a player, a changing display of said symbols that were in said static state in said display regions, said symbols changing continuously to various symbols in said changing display;

providing a static display stopping said symbols in said changing display state and statically displaying said symbols in said display regions, said statically displayed symbols optionally comprising a plurality of at least one statically displayed bonus symbols ~~[[symbol]]~~ when said game is in said normal game;

evaluating, when said game is in said normal game, whether said plurality of at least one statically displayed bonus symbols meet ~~symbol meets~~ a condition for starting said bonus game;

calculating a possible payout value as a plurality of independent values that can be awarded to the player as payout for said bonus game before said bonus game starts when said condition is met as a result of said evaluation; and

displaying results of said calculation on said display module before said bonus game begins, wherein each of said plurality of independent values is displayed with one of said plurality of bonus symbols in said display region.

**9. (currently amended):** The game machine, as described in claim 1, wherein said evaluation module determines, while said symbols are in said changing display and when said game

is in said normal game, whether said plurality of ~~at least one~~ statically displayed bonus symbols ~~meet symbol meets~~ said condition.

**10. (currently amended):** The game machine, as described in claim 9, wherein each of plurality of independent values ~~said possible payout value that can be awarded to the player~~ is identified as a value range.

**11. (canceled)**

**12. (currently amended):** The game machine, as described in claim 9, wherein each of plurality of independent values ~~said possible payout value that can be awarded to the player~~ is defined as a value expressed using one of an addition and a multiplication operator.

**13. (currently amended):** The game machine, as described in claim 9, wherein said display module displays said possible payout value that can be awarded to the player in said display region that is displaying said plurality of statically displayed bonus symbols ~~[[symbol]]~~.

**14. (currently amended):** The game machine, as described in claim 13, wherein each of ~~said plurality of independent values~~ ~~said possible payout value~~ displayed along with said plurality of statically displayed bonus symbols ~~[[symbol]]~~ is changed corresponding to a number of bets made by the player.

**15. (currently amended):** The slot machine, as described in claim 7, wherein said evaluation module of said game machine determines, while said symbols are in said changing display and when said game is in said normal game, whether said plurality of ~~at least one~~ statically displayed bonus symbols meet ~~symbol meets~~ said condition.

**16. (original):** The method, as described in claim 8, wherein said evaluation step occurs while said symbols are in said changing display.

**17. (currently amended):** A method for providing a game, said method comprising the steps of:

displaying symbols in a static state in a plurality of display regions;

continuously changing said symbols that were in a static state to various symbols at a start of said game comprising a normal game and a bonus game having a high probability of being advantageous to a player;

displaying a changing display of said changing symbols in said display regions;

stopping said symbols in said changing display;

displaying a static display statically displaying said symbols in said display regions, said statically displayed symbols optionally comprising a plurality of ~~at least one~~ statically displayed bonus symbols ~~[[symbol]]~~ when said game is in said normal game;

determining, when said game is in said normal game, whether said plurality of ~~at least one~~ statically displayed bonus symbols meet ~~[[symbol]]~~ meets a condition for starting said bonus game; and

displaying, when said condition is met, a possible payout value as a plurality of independent values that can be awarded to the player as payout for said bonus game before said bonus game starts,

wherein each of said plurality of independent values is displayed with one of said plurality of bonus symbols in said display region.

**18. (original):** The method, as described in claim 17, wherein said determining step occurs while said symbols are in said changing display.

**19. (currently amended):** The method, as described in claim 17, wherein each of plurality of independent values ~~said possible payout value that can be awarded to the player~~ is identified as a value range.

**20. (currently amended):** The method, as described in claim 18, wherein each of plurality of independent values ~~said possible payout value that can be awarded to the player~~ is identified as a Value range.

**21., 22. (canceled)**

**23. (currently amended):** The method, as described in claim 17, wherein each of plurality of independent values ~~said possible payout value that can be awarded to the player~~ is defined as a value expressed using one of an addition and a multiplication operator.

**24. (currently amended):** The method, as described in claim 18, wherein each of plurality of independent values ~~said possible payout value that can be awarded to the player~~ is defined as a value expressed using one of an addition and a multiplication operator.

**25. (currently amended):** The method, as described in claim 17, wherein said possible payout value to be awarded to the player is displayed in said display region that is displaying said statically displayed bonus symbols ~~[[symbol]]~~.

**26. (currently amended):** The method, as described in claim 18, wherein said possible payout value that can be awarded to the player is displayed in said display region that is displaying said statically displayed bonus symbols ~~[[symbol]]~~..

**27. (currently amended):** The method, as described in claim 25, further comprising the step of changing said plurality of independent values displayed with said plurality of bonus symbols are ~~said possible payout value displayed along with said statically displayed bonus symbol is~~ corresponding to a number of bets made by the player.

**28. (currently amended):** The method, as described in claim 26, further comprising the step of changing said plurality of independent values displayed with said plurality of bonus symbols are ~~said possible payout value displayed along with said statically displayed bonus symbol is~~ corresponding to a number of bets made by the player.